GABRIEL DIAS

GAME DESIGNER

PROFILE

I am Gabriel Dias, a Game Designer, Producer, and Teacher with over 6 years of experience in the game industry, with experience in Web, PC, and Mobile titles. My focus is on game design, level design, balancing, gameplay and mechanics. Also have experience managing indie game dev teams and skills in documentation. I also have a lot of experience in class related to games, design and marketing.

EXPERIENCE

Lead Game Designer | Producer

HighFive Studios | 2015

- Lead Game Designer: Level Designer, balancing, coordinating the game designer team, testing mechanics.
- Producer: Develop and maintaining schedules for the team, overseeing creative and technical development, scheduling QA and Game Demos in events.
- Game List: ToyBox, Daydream, Dinofauro: Fhe Game.

Translator

FORMOGA | 2015

- Translated "Legion Of Summons", a mobile game to Portuguese.
- Worked helping develop an event: The Easter Egg event.
- Game List: Legion Of Summons.

Game Designer

GameLab Estácio | 2017

- Level Designer "Donkey Wheels", a mobile game. Balancing the game character, creating mechanics for the game and documentation.
- Game Designer "Ever Witch", a mobile game. Balancing the main character level system and abilities.
- Game List: Ever Witch, Donkey Wheels.

Teacher

Programming Schools | 2017 - 2019

- Teaching Game Programming, Game Design and Art on different schools like Super Geeks, Happy Code and Código Kid and New Game Cursos.

EDUCATION

Laureate - FMU

Graduate studies on Digital Games(Graduated in 2020).

College Estácio

Bachelor on Graphic Design(Graduated in 2018).

GRACOM

Technical Course GameDev, focus on programming and game design (Graduated in 2014).

CONTACT

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SOFTWARES

●●●● Unity

●●●● Construct 3

●●●● RPG Maker

●●●● Adobe Tools

●●●● Google Docs

●●●● Asana

SKILLS AND EXTRAS

- Teamwork: I enjoy working with different people and make the team works together with great synergy.
- Communication: Spoke in lectures on universities, events, interviews and worked also in sales, so I know how to speak with all kinds of people.
- Leadership: Manage different teams and students to guide them to do great projects and I have knowledge of different areas of game industry making me create a good connection with artists, sound designers and programmers.
- Creative: Creating great game design is making the player feel emotions like happiness or fear and I know how to translate this on the game project in fun ways to make the player entertained.
- Released 3 games for mobile on game companies and 2 games for PC and Web by myself.
- Released 4 game articles on the magazine: Make The Game.
- Languages: Portuguese and English, but I understand Spanish too and learning Thai and Korean.